

Stan Brandt

Stan Brandt is a [player character](#) played by [Star_Sweeper](#)/Brett M.

Stan Brandt	
	
Species:	Nepleslian/ID-SOL
Gender:	Male
Age:	24
Height:	7' 2"/218cm
Weight:	263lbs/119kg
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine

Stan Brandt	
Rank:	P1C
Current Placement:	

Preferred Plots:

1. 4th AASP Fleet

Physical Characteristics

- Height: 7' 2"/218cm
- Mass: 263lbs/119kg
- Measurements:

Build and Skin Color: Stocky, tall and solidly built, most people would compare Stan to a bear or a similarly sturdy animal. He is by no means a walking wall of muscle, but he is very fit. His skin is slightly tanned.

Eyes and Facial Features: His eyes are green in colour, and Stan's face could roughly be described as being square shaped. **Ears:** Stan's ears are natural. They're fairly large, but not particularly thick.



Hair Color and Style: Stan's hair is black and cut in a very short style, though not quite to the same extent as a buzz cut.

Distinguishing Features:

Psychological Characteristics

Personality: Stan's personality is a complex one, perhaps far more so than his physical appearance would suggest. He prefers to take things slowly, at least initially, but once he's sure about it he rises to the challenge with great gusto. He is very loyal to his superiors, carrying out their commands with an almost childlike obedience. However, if he feels extremely strongly about an order, he may voice his dissent in a quiet manner, but rarely anything more than that unless it is especially serious.

His general demeanour is fairly serious, but he isn't afraid to show enthusiasm or his emotions (within reason, naturally). He also has a fairly inquisitive streak, always wanting to find things out.

He has a bit of a tendency to idolise ID-SOLs, and thus if there are any nearby - or indeed, hybrids like himself - he often compares himself to them. This is because of his experiences with his father, who Stan in his formative years felt was larger than life, both in his achievements and day to day living: the ideal Neplesian, in his own opinion. Perhaps naively, he feels that all ID-SOLs are like his father, or rather his idealised image of the man - unparalleled supermen who do what is right and strike blows for freedom everywhere.

If someone befriends Stan, they can expect to have a steadfast, stubborn ally. If he really dislikes someone (which isn't a particularly easy feat to accomplish), then it is difficult to convince him to let go of the grudge. He prefers things to be straightforward, and will mention as such if he feels that someone is being needlessly evasive, unless they are a superior, in which case he will be much more reticent. They *must* have their reasons, mustn't they?

- **Likes:** New experiences, Neplesian tech and society, boldness, ID-SOLs, and movies.
- **Dislikes:** Yamataians, Nekoalkyrja, cowardice, underhandedness, and people looking down on him because of his physical appearance.
- **Goals:** Surviving his military service, proving that he is the best soldier in the whole of the Imperium, getting into contact with his parents, and seeing the galaxy.

History

Family (or Creators)

Father: Sam Brandt

An ID-SOL who left the military, Stan had an extremely close relationship to him. In fact, it may have helped to shape his worship of ID-SOLs to a greater or lesser extent. Just mentioning his name makes Stan become misty eyed and reflective about him. A strong but wistful man, Sam encouraged his son to join the Imperium of Neplesia's military without ever elaborating on his service. Unfortunately, Stan does not know what has become of him.

Mother: Carla Brandt

Nobody could say for sure what Carla saw in Sam that others could not, but regardless she quickly fell in

love with him. A tough, streetwise Nepleslian woman just like her husband, she was harsh but fair as she raised the young Stan. He may not talk about her much, but Stan retains a certain fondness for her. Like his father, he does not know for certain where she is now.

Pre-RP

Like many other Nepleslian families, the Brandts lived in the slums and participated in the gang wars that plagued Nepleslia, only avoiding death through luck rather than by dint of superior skill.

Soon, however, Stan's thoughts - and eyes - drifted from the streets on which he was born, raised, and fought, to the stars and the planets beyond. With the encouragement of his father further strengthening his ideas, Stan decided to sign up for the Democratic Imperium of Nepleslia's military. With any luck, he'd get to see what the galaxy had to offer and prove his worth at the same time.

Shortly after his enlistment, Stan abruptly lost touch with his parents, a fact he found strange considering the family as a whole had done their best to keep in contact. Although he has guessed that it was down to the pair finally being killed in a skirmish, he still has a nagging feeling that perhaps that is not the case. Perhaps they simply went into hiding? If so, *why*? What could have convinced his parents - indomitable, aggressive people both - to disappear? Even if it takes a life time, he is determined to put his concerns to rest, even if for nothing else but to get a sense of closure.

During RP

YE 34

Rok'Veru Offensive

Stan Brandt's first taste of action came during the Rok'Veru Offensive. To be specific, he fought in a boarding action above [SC-4](#) against the XSS *Momoranth*. It was hardly a noble beginning to his fighting career, as he accidentally shot and killed a Nepleslian sailor during a close range fight with a Nekoalkyrja. Fully expecting a harsh punishment, he was instead granted one more chance to prove himself.

His next battle was on Mwigflukbajik's surface, working alongside Volkov's Cavaliers to liberate a NMX held mining facility. His bad luck had not ended, however, as he foolishly attempted to use his [Aggressor Heavy Assault Armor](#)'s weapon to engage NMX forces in the confines of a kitchen area. Though he was thrown clear of the resulting blast, Wulfe Stones was buried under the rubble.

Skill Areas

Communication

Stan is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from others through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. He is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

Stan received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. He's in excellent physical shape and has considerable endurance.

Survival

He knows how to survive in hostile environments. Stan can build shelters, hunt and forage for food, build a fire, etc. He can camouflage himself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/discipline)

Stan understands and can give tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). Stan can recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Stan has been taught how to operate in close quarters. Though there is currently no method of hand to hand fighting taught, he knows how to clear buildings and handle power armored opponents while inside of a structure or starship by careful use of firearms, firing only when the shot is clear to minimize collateral damage.

Rogue (Pick-pocketing, pick locks, sleight of hand, "streetwise," seduction)

As a result of the long, hard years Stan spent on Nepleslia Prime, he quickly picked up some less than legal skills that would have resulted in disapproval anywhere else except Nepleslian space. Although his size and build makes precise work such as lock picking somewhat fiddly, he can do it competently enough. His experiences have also made him far more worldly and canny than some may think.

Engineering (designing and building something)

Necessity led to Stan learning how make things such as primitive, basic weapons, though they were very crude and cobbled together from cannabilised parts. This skill has atrophied somewhat during his military service, but if necessary he can still throw something together, albeit without outstanding results.

Vehicles: (Mecha, tanks, cars, trucks, hovercraft. [Power Armor goes under Fighting and Physical])

Another area of expertise picked up during his younger years as a result of his involvement in the gangs, Stan learnt how to drive cars and pickup trucks to allow his comrades to get to and from a place of interest (relatively) unscathed. He can't do anything fancy with them, but he's a solid enough driver.

Inventory

Stan Brandt has the following items:

Clothing

Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, khaki

- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- A sidearm (comes with brown pistol belt):
 - 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
- 1 [Zen Armaments .357 Pistol](#), with brown holster, extra magazine, and a box of 60 rounds

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 DA

Finances

Stan Brandt is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOO Discussion

I made this character because I had a certain concept in mind - an attempt to make the classic "dumb muscle" character more interesting than he might otherwise be. I will leave it up to the reader to decide whether I succeeded or not.

Stan's favourite food is probably steak, with a burger (Neppy Burger or otherwise) a close second. He isn't too fond of sweet food.

Although he prefers not to show it, he also enjoys literature.

Character Data	
Character Name	Stan Brandt
Character Owner	Star_Sweeper
Character Status	Inactive Player Character

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